

## SENSES

1. **Sly Ears** — Caster gains double normal hearing. This results in +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses.
2. **Nightvision** — Caster can see 100' on a normal night as if it were daylight. See Section 7.1.19.
3. **Scent** — Caster gains an extremely acute sense of smell. This results in +50 to Perception involving only smell, +25 to Perception involving smell and other senses.
4. **Sensory Marker** — One location is “marked” so that the caster can find it again later with a *Far Sense* spell. The marker is automatically located when the caster casts a *Far Sense* spell if the marker is within range of the *Far Sense* spell. A marker can be placed on any inanimate object. The caster can only have as many markers as he has levels.
5. **Far Sense I** — Caster may designate one of his senses to be used at any “marked” location within range (see *Sensory Marker*). The caster can use any perception skill he has at the time (e.g., if he is currently under the effects of *Nightvision*, he will have *Nightvision* at the marked location). The remote sensory point may be rotated to face any direction. While he is sensing at the marked location, he must remain immobile and concentrate.
6. **Sidevision** — Caster has a 300° field of vision. The flank bonus for attacks against the caster is lowered to +5 and the rear bonus is lowered to +15.
7. **Touch** — Caster gains extreme tactile sensitivity. This results in a +25 to all actions that depend on the tactile sense (e.g., pick locks, disarm traps, etc.).
8. **Watervision** — Caster can see 100' in any water (including murky water) as if it were daylight.
9. **Darkvision** — As *Nightvision*, except any darkness can be seen through. Also, no light is needed for this spell to work.
10. **Far Sense II** — As *Far Sense I*, except caster may designate up to two senses at the marked location.
11. **Woodsight** — Caster can see through wood (up to 1"/lvl).
12. **Lightvision** — Caster can see in any brightness of light (including that which would be blinding or glaring). This spell does not work in the absence of light.
14. **Greater Far Sense I** — As *Far Sense I*, except caster can move (though he must continue to concentrate).
15. **Long Far Sense I** — As *Far Sense I*, except for range.
16. **Stonesight** — As *Woodsight*, except that caster can see through stone.
18. **Greater Far Sense II** — As *Far Sense II*, except caster can move (though he must continue to concentrate).
19. **Ironsight** — As *Woodsight*, except that caster can see through iron (or steel).
20. **Long Far Sense II** — As *Far Sense II*, except for range.
25. **Vision True** — As all *Vision* spells on this list operating at the same time.
30. **Senses True** — Caster has the effects of *Sly Ears*, *Scent*, *Touch*, and all *Vision* spells simultaneously.
50. **Sense Mastery** — Caster may use any lower level spell on this list once per round.

## SPECIAL NOTES

See Section 7.1.19 for more information on the environment's effects on vision.

## DABBLER BASE LIST 3.5.5

## SENSES

| Lvl                          | Spell                | Area of Effect | Duration      | Range      | Type |
|------------------------------|----------------------|----------------|---------------|------------|------|
| <input type="checkbox"/> 1)  | Sly Ears             | caster         | 10 min/lvl    | self       | U    |
| <input type="checkbox"/> 2)  | Nightvision          | caster         | 10 min/lvl    | self       | U    |
| <input type="checkbox"/> 3)  | Scent                | caster         | 10 min/lvl    | self       | U    |
| <input type="checkbox"/> 4)  | Sensory Marker       | caster         | P             | touch      | U    |
| <input type="checkbox"/> 5)  | Far Sense I          | caster         | 1 min/lvl(C)  | 50'/lvl    | U    |
| <input type="checkbox"/> 6)  | Sidevision           | caster         | 10 min/lvl    | self       | U    |
| <input type="checkbox"/> 7)  | Touch                | caster         | 10 min/lvl    | self       | U    |
| <input type="checkbox"/> 8)  | Watervision          | caster         | 10 min/lvl    | self       | U    |
| <input type="checkbox"/> 9)  | Darkvision           | caster         | 10 min/lvl    | self       | U    |
| <input type="checkbox"/> 10) | Far Sense II         | caster         | 1 min/lvl(C)  | 50'/lvl    | U    |
| <input type="checkbox"/> 11) | Woodsight            | csster         | C             | self       | U    |
| <input type="checkbox"/> 12) | Lightvision          | caster         | 10 min/lvl    | self       | U    |
| <input type="checkbox"/> 13) |                      |                |               |            |      |
| <input type="checkbox"/> 14) | Greater Far Sense I  | caster         | 1 min/lvl (C) | 50'/lvl    | U    |
| <input type="checkbox"/> 15) | Long Far Sense I     | caster         | 1 min/lvl     | 500'/lvl   | U    |
| <input type="checkbox"/> 16) | Stonesight           | caster         | C             | self       |      |
| <input type="checkbox"/> 17) |                      |                |               |            |      |
| <input type="checkbox"/> 18) | Greater Far Sense II | caster         | 1 min/lvl(C)  | 50'/lvl    | U    |
| <input type="checkbox"/> 19) | Ironsight            | caster         | C             | self       | U    |
| <input type="checkbox"/> 20) | Long Far Sense II    | caster         | 1 min/lvl(C)  | 500'/lvl   | U    |
| <input type="checkbox"/> 25) | Vision True          | caster         | 10 min/lvl    | self       | U    |
| <input type="checkbox"/> 30) | Senses True          | caster         | 1 min/lvl     | 1 mile/lvl | U    |
| <input type="checkbox"/> 50) | Sense Mastery        | caster         | 10 min/lvl    | self       | U    |